

SHINING TIME STATION

THE ELECTION SHOW

BY

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**From characters and storylines created by
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SCENE 1
(MAINSET)

(FADE IN)

(DAY -- STACY AND MIDGE ARE ARGUING. DAN AND BECKY EAVESDROP FROM THE ARCADE)

MIDGE:

Stacy, I respect your opinion. Except when you disagree with me. Because then you're wrong. Like now. I'm voting to reelect Osgood Flopdinger for Mayor and so should you.

STACY:

But there are so many problems that the Mayor hasn't talked about, Midge. The landfill is almost full and we don't even have a recycling program. Main Street needs a second stoplight--

(ANGLE ON ARCADE. MR. C. APPEARS BESIDE BECKY)

DAN:

I've never heard Stacy and Midge argue like this before.

MR. C:

So it's election time... This ought to be interesting.

(RESUME ON DESK -- STACY CONCLUDES)

SCENE 1 (CONT'D)

STACY:

Maybe it's time to give someone else a chance. Like this man who just moved to town. The one who's running against the Mayor.

MIDGE:

You're only saying that because you agree with yourself. If you agreed with me, it would be two against one and we'd win.

(SHE LEAVES IN A HUFF AS STACY SIGHS. MR. C. APPEARS ON HER DESK AS BECKY AND DAN RUN OVER TO JOIN THEM)

MR. C:

She certainly told you a thing or two -- I think...

STACY:

And the funny thing is, Osgood Flopdinger could be a good mayor. If he just tried harder.

DAN:

Stacy? Are you going to, like, tell Midge she can't come to the station any more?

STACY:

Why would I do that?

BECKY:

Because you just had a big fight.

SCENE 1 (CONT'D)

STACY:

That wasn't a fight.
It's time to elect our
mayor. People all over
town are having
discussions like that.
Just because Midge and I
don't agree doesn't mean
we're not still friends.

DAN:

It looked pretty serious.

STACY:

Oh, it is very serious.

BECKY:

Then how can you
disagree about something
that serious and still be
friends?

MR. C:

Some things are so
serious, most people
agree to disagree about
them and leave it at
that.

STACY:

But we do agree that the
most important thing is
to vote. A vote is
power. But only if you
use it.

MR. C:

And how will you use it,
Stacy?

(STACY SMILES, CROSSED FROM DESK TO
TICKET BOOTH. MR. C. FROWNS, AND
DISAPPEARS--)

(ANGLE ON TICKET BOOTH -- HE
REAPPEARS)

SCENE 1 (CONT'D)

MR. C:

(CLEAR THROAT)

STACY:

Oh, don't ask me, Mr. Conductor. I don't know. Osgood Flopdinger is a nice man, but maybe we need someone new for mayor.

MR. C:

I agree. It's time for a change.

STACY:

I wish I knew more about the Mayor's opponent. He's a very mysterious figure.

MR. C:

I've seen his picture. He looks kind of familiar.

STACY:

They say he was elected to an important office some time ago. Then he went into retirement.

BECKY:

You should vote for him. It would be neat having a mysterious guy for mayor.

STACY:

It's not that simple. I want to talk to him and see what he stands for.

SCENE 1 (CONT'D)

MR. C:

And get a feel for his basic character. Like whether he's honest.

(THE VOICE OF JAKE SCOOP IS HEARD ON THE PLATFORM)

SCOOP (OS):

Mr. Mayor! Mr. Mayor!

(MR. CONDUCTOR REACTS, WAVES BYE-BYE, AND VANISHES AS --)

(THE MAYOR ENTERS IN A TIZZY, DOGGED BY SCOOP, TAKING NOTES)

MAYOR:

I'm here. And you can quote me.

SCOOP:

Speaking of quotes, Mr. Mayor, didn't you say yesterday that--

(CONSULTS NOTES)

"-- if I'm elected I'll put two stoplights on every corner"?

MAYOR:

Did I say that? Why I suppose I did. It's not bad, is it...

SCOOP:

But you also said last week that "more stoplights are a waste of money". If that's true, why would you put two stoplight on every corner?

SCENE 1 (CONT'D)

MAYOR:

Well where else should we put them? In the library?

(TURNS, FACES KIDS)

Citizens--!

(STOPS; BAFFLED)

Where are the citizens?

(HE LOOKS AROUND, AND FINDS HIMSELF STARING AT SCHEMER, WHO ENTERS FROM OTHER SIDE OF PLATFORM)

Schemer, you're a citizen. I'll give my speech to you...

(TAKES OUT SPEECH FROM POCKET)

Fellow citizens -- I mean, fellow Schemers: ya know, when I think of the flag, I get a feelin'--

SCOOP:

Mr. Mayor? Speaking of feelings, in the latest poll you're in second place. How does that make you feel?

(MAYOR STOPS -- THIS PENETRATES EVEN HIS HAZE. STARES AT SCOOP)

MAYOR:

Well, it could be worse. I could be in last place.

SCOOP:

Uh... Mr. Mayor? There are only two people running. You are in last place.

SCENE 1 (CONT'D)

MAYOR:

I am? I don't know what to say. And you can quote me.

(SCOOP WAVES THANKS AND DASHES OUT.
SCHEMER APPROACHES THE MAYOR)

SCHEMER:

Mr. Mayor, let me be blunt. Your campaign is a mess. You're saying all the wrong things and none of the right things. The press is eating you for breakfast. You're mumbling and fumbling and dithering and blithering.

MAYOR:

No, I, well, uh, but, I,
um--

SCHEMER:

What you need is a campaign manager. What you need.. is me. With me running your campaign, even you can't lose.

MAYOR:

Even me? Well well--

SCHEMER:

Of course, I cannot do this for free. I'm a businessman. So suppose we say that, if -- or rather, when -- you win, you will give me... all the money you have.

MAYOR:

I don't think I can afford that.

SCHEMER:

Then how about when you win, you appoint me Secretary of Money. That means I would be in charge of all the town's money, and I could spend it however I wanted. It's either that, Mr. Mayor, or you lose the election.

(THE MAYOR AGONIZES FOR TWO SECONDS. HOLDS OUT HAND, THEY SHAKE)

MAYOR:

All right, Schemer. You're my manager. Shall I tell you my basic philosophy about being mayor?

SCHEMER:

No. Go back to your office.

MAYOR:

Yes, all right. I like my office. Citizens! Thank you.

(HE LEAVES. SCHEMER RUBS HIS HANDS IN GLEE)

(CUT TO:)

SCENE 2

(INT. JUKEBOX -- DRESSING ROOM)

(THE PUPPETS ARE TAKEN ABACK)

DIDI:

Is Schemer kidding, or what? He doesn't know anything about running a political campaign.

GRACE:

Looks like he knows more than the Mayor.

REX:

So who you gonna vote for, Tex?

TEX:

You got me, Rex. I don't know anything about that new fella.

TITO:

And how good can the Mayor be if he just hired Schemer?

DIDI:

Let's vote for the new guy.

ALL:

Yeah!

(CUT TO:)

SCENE 3
(MAINSET)

(LATER)

(SCHEMER IS BUSILY SLAPPING UP POSTERS AND BUMPER STICKERS READING "FLOPDINGER FOR MAYOR" AND "RE-ELECT FLOPDINGER", ETC. EACH POSTER ALSO MAKES MENTION OF SCHEMER AS CAMPAIGN MANAGER. HE WEARS A HUGE CAMPAIGN BUTTON WITH THE MAYOR'S FACE ON IT. WHILE HE WORKS, STACY EMERGES FROM BILLY'S WORKSHOP, WATCHES. HE SLAPS A STICKER ON THE MAIN DESK, SEES HER, AND GOES OVER, AND TRIES TO DRAPE A MISS AMERICA-STYLE BANNER OVER HER HEAD. SHE RECOILS)

STACY:

Oh no, Schemer. I am not helping in this campaign of yours.

SCHEMER:

Come come, Miss Jones. You like the Mayor, don't you?

STACY:

Yes, but I don't know if I want to vote for him. What are his positions and ideas?

SCHEMER:

Who cares! The question is, what are his stickers and posters? As you can see: fab-u-lous. The other question is, what is his catchy campaign slogan? I've got that, too. Ready?

STACY:

(SIGHS)

I can't wait.

SCENE 3 (CONT'D)

SCHEMER:

"Floppy-D, the Mayor for
me."

STACY:

"Floppy-D"?

SCHEMER:

Makes you feel good all
over, doesn't it?

STACY:

Schemer, since when are
you qualified to be a
campaign manager? And
what does all this have
to do with running a
town?

SCHEMER;

Miss Jones, a snappy
campaign slogan means a
snappy mayor. Right?

(ANGLE ON PLATFORM -- MIDGE AND A
PASSENGER ENTER)

STACY:

Wrong! people don't want
clever slogans. They
want to know what a
candidate will do for
them, and if he's honest.
Look, if you're the
manager, you tell me:
where does the Mayor
stand on the question of
recycling?

PASSENGER:

On his head, usually.

SCHEMER:

I heard that!

SCENE 3 (CONT'D)

PASSENGER:

Good. Then you'll also hear this: The Mayor is a goofball. Let me spell that for you. G-oof-b-all. Goofball.

SCHEMER:

Hey, pal, come here.

(SCHEMER GLARES AT PASSENGER -- THEN PASTES A STICKER ON PASSENGER'S MOUTH. PASSENGER STAGGERS OFF)

MIDGE:

That's undemocratic,
Schemer!

(SHE TURNS AND GOES TO HELP PASSENGER -- AND SCHEMER SLAPS A STICKER ON HER BACK. PASSENGER AND MIDGE LEAVE)

SCHEMER:

That's how you win elections, Miss Jones.
Advertise.

(ON PLATFORM - THE MAYOR ENTERS EAGERLY)

MAYOR:

Schemer? I saw two people outside wearing stickers with my name on them. Is that good?

SCHEMER:

Good isn't the word, Mr. Mayor. Let me bring you up to speed on the campaign. We have buttons. We have stickers. We have posters. And -- what? Did someone say, What about a campaign song?

SCENE 3 (CONT'D)

(HE DASHES TO THE JUKEBOX UNDER--)

MAYOR:

Why no, I don't believe
anyone--

SCHEMER:

We have a dandy. Listen
to this.

(BEAT)

Uh, got a nickel?

(THE MAYOR HANDS HIM ONE. SCHEMER
PUTS IT IN, PUNCHES NUMBERS --)

(CUT TO)

SCENE 4
(INT. JUKEBOX)

(THE PUPPETS ARE LESS THAN THRILLED)

GRACE:

Uh-oh. Here it comes.

DIDI:

I hate the way Schemer
rewrote this song!

REX:

We gotta do it. A job's
a job, Tex.

TEX:

A song's a song, Rex.

TITO:

And a nickel's a nickel,
people. And
a-one,a-two--

(PUPPET SONG: "HUZZAY FOR THE RAILWAY" [WITH NEW LYRICS])

(DURING SONG WE CUT AWAY TO SCHEMER SHOWING THE MAYOR ALL HIS NEW CAMPAIGN ADVERTISING, INCLUDING PUTTING THE MAYOR IN A SANDWICH BOARD WITH MAYOR ON ONE SIDE AND SCHEMER ON THE OTHER)

(CUT TO:)

SCENE 5
(ARCADE)

(THE MAYOR LOOKS UNCERTAIN)

SCHEMER:

Whattaya think, Osgood?

MAYOR:

Well, it's, uh, very beautiful, of course, and has a lively beat and so forth... But isn't it about you as much as about me?

SCHEMER:

Who do you think wrote it?

MAYOR:

But you're only the campaign manager. I'm a sitting mayor!

SCHEMER:

You may be sitting now, but you'll be out pounding the pavement if we don't win this one --

(ON PLATFORM -- MIDGE ENTERS,
ANGRY, WITH JAKE SCOOP)

MIDGE:

Osgood, I've got a few bones to pick with you. For one thing, how come the fireworks were so piddly last Fourth of July?

MAYOR:

I, they, um, uh -- piddly? I--

SCENE 5 (CONT'D)

SCHEMER:

We're addressing the piddliness factor. Next time we promise to spend two million dollars on fireworks. Next question.

SCOOP:

Two million! Wow!
Where's the money coming from?

MIDGE:

And another thing. Every town worth its salt recycles cans and bottles. How come we don't?

MAYOR:

Well, quite simply because, uh, you see, many bottles are shaped like, uh, bombs--

(SCHEMER STEPS IN FRONT OF THE MAYOR)

SCHEMER:

I'll handle this. It just so happens we're planning a massive, humongous program to recycle cans AND bottles AND toothpicks AND bedroom slippers.

SCOOP:

(WRITING FURIOUSLY)

Great! How?

SCENE 5 (CONT'D)

SCHEMER:

And! We're going to generate electricity out of leftover fishcakes from the diner. We're exploring ways to convert old newspapers into bicycles. The Mayor is going to go to Japan, every Thursday, just to see what's going on.

SCOOP:

Fantastic! Who's paying for it?

(ANGLE ON PLATFORM -- DAN AND BECKY ENTER)

(SCHEMER SPOTS THEM AND RUNS OVER; THE OTHERS DRIFT OVER TO JOIN)

SCHEMER:

But can I be serious for a moment? This isn't for us. It's for... the children. These kids are our most precious natural resource.

(HE BENDS DOWN TO BECKY AND SPEAKS PATRONIZINGLY, AS THOUGH TO A TWO-YEAR-OLD. SHE STARES BACK DEADPAN)

Little girl? Would you like to have your picture taken with... THE MAYOR?

BECKY:

Snap out of it, Schemer.

SCENE 5 (CONT'D)

SCHEMER:

Let's ALL have our picture taken with the Mayor! If he'll let us.

(SCHEMER HERDS KIDS OVER TO MAYOR.
PLEADINGLY--)

Will you, Mister Mayor?

MAYOR:

Well, I, you know, I'm very busy these days, what with the election and all--

(SCHEMER SHOVES HIM OVER TO KIDS)

SCHEMER:

Of course you will! Politicians love to have their pictures taken with children! Fire away, Scoop.

DAN:

Wait a minute. I want to ask the Mayor what he's going to do about fixing the playground.

BECKY:

I want to ask him why the library isn't open on weekends.

SCHEMER:

Kids? That's enough. The job of children in politics is to pose for photos and kisses.

(DANCES AROUND, CLAPS HANDS)

Pho-tos and kis-ses--!

SCENE 5 (CONT'D)

BECKY:

Forget it, Schemer.

(THE KIDS DISENGAGE AND MARCH BACK TOWARD PLATFORM AS SCHEMER SPEAKS TO MAYOR. WE LOSE SIGHT OF KIDS AS--)

SCHEMER:

Who needs them? We want a picture with babies!
Midge, got any babies on you?

(BUT MIDGE IS LOOKING TOWARD PLATFORM, PUZZLED)

MIDGE:

What's going on over there?

(ALL TURN TO LOOK AT--)

SCENE 6
(PLATFORM)

(KIDS HAVE CLUSTERED TOWARD EXIT,
NOW SLOWLY PULL BACK INTO STATION,
BECAUSE SOMEONE IS ENTERING. JAKE
SCOOP RUNS OVER, AND TAKES PHOTOS
OF FIGURE WHO HAS NOT YET ENTERED)

SCOOP:

Hold it! Thanks!

(--AND FINALLY THE OTHER CANDIDATE,
MILLARD RICHHOUSE, WHO BEARS A
STRIKING RESEMBLANCE TO RICHARD
NIXON, ENTERS)

RICHHOUSE:

You're very, very
welcome.

(HE GOES TO KIDS AND AWKWARDLY
INSERTS HIMSELF AMONG THEM AS SCOOP
SNAPS. KIDS ARE SO PUZZLED THEY
JUST STAND THERE)

SCOOP:

(AIMING CAMERA)

Just look natural --

(RICHHOUSE SHOOTS OUT BOTH HANDS IN
THE FAMILIAR "V" SIGN, AS FROM THE
HELICOPTER EN ROUTE TO EXILE. THEN
HE SEEMS TO HESITATE -- MAYBE
THAT'S TOO PASSE. DRAWS IN BOTH
HANDS, AS THOUGH ON PULLEYS, AND
INSTEAD GRINS AND DOES A MECHANICAL
THUMBS-UP. FLASH AS SCOOP SHOOTS.
THEN RICHHOUSE STEPS DOWNS INTO
STATION, SEES THE ASSEMBLED LOOKING
ON, AND SO LAUNCHES INTO A SPEECH)

SCENE 7
(MAINSET)

RICHHOUSE:

My fellow Shining Timers:
Hello. Some of my
enemies have asked why I
am running for mayor of
this great town of ours.

SCOOP:

What enemies?

RICHHOUSE:

Well let me be perfectly
clear about that: I am
running because I believe
that this town needs a
strong mayor, a mayor who
can make the hard
decisions, who won't cut
and run when the going
gets tough.

SCOOP:

What enemies?

RICHHOUSE:

Now I know there are
certain members of the
press who will ask, What
enemies? Well, that is
their right. They know
who they are. And let me
say, I've been a public
servant all my life, and
I know who they are, too.

MIDGE:

He must really know his
stuff. I can't
understand a word he's
saying.

SCENE 7 (CONT'D)

RICHHOUSE:

I've been in the kitchen.
I can take the heat. And
I can dish it out. All
my life I've been a
servant in a hot kitchen,
dishing it out and taking
it upstairs to the rich
people eating fancy
dinners with my enemies.
So thank you and now it's
on to City Hall!

(POLITE APPLAUSE FROM ALL; SCHEMER
PULLS MAYOR OVER TO RICHHOUSE)

SCHEMER:

Hey, Richhouse, I'd like
you to meet the REAL
mayor, the Honorable
Osgood Bob Flopdinger.

(THUMBS TOWARD RICHHOUSE)

Millard Richhouse, the
other guy.

(THEY STIFFLY SHAKE HANDS AS SCOOP
SHOOTS PHOTO)

You just moved to town,
didn't you? So you don't
know a thing about our
problems here.

RICHHOUSE:

(RE: MAYOR)

I know a heck of a lot
more than him!

(UPROAR. ALL START TALKING AT
ONCE -- THE MAYOR INDIGNANT,
RICHHOUSE IMPLACABLE, ETC. -- UNTIL
SCOOP INTERVENES AND SHOUTS FOR
QUIET)

SCENE 7 (CONT'D)

SCOOP:

Gentlemen! Why don't we settle this in the usual way? A debate.

RICHHOUSE:

As long as it isn't run by the press.

MAYOR:

Or the voters.

SCHEMER:

Who else is there? okay, no debate--

SCOOP:

I've got it. We'll have the children run it. they can ask the questions. We'll broadcast it live on TV!
"Meet the Kids"!

MAYOR:

The kids? But they don't even vote.

SCHEMER:

It's a deal.

(TO RICHHOUSE)

See you at the debate.

(TO MAYOR, LEADING HIM OFF)

You're smarter than most kids, aren't you?

(MAYOR NODS -- DOUBTFULLY -- AS WE --)

(DISSOLVE TO:)

SCENE 8
(MAINSET)

(NEAR SIGNAL HOUSE)

(THE KIDS ARE EXCITED ABOUT THE DEBATE)

DAN:

I can't wait to ask the Mayor about the playground.

BECKY:

I can't wait to ask Mr. Richhouse about recycling.

(MR. C. APPEARS, STRUGGLING WITH BALLOON)

DAN:

Mr. Conductor! Need some help?

MR. C:

No, thanks, Dan --

(THE BALLOON EXPELS AIR, DRAGGING HIM ACROSS THE BENCH/FLOOR. HE GETS BACK TO HIS FEET)

That's what you get when you lose control of your own hot air. Reminds me of politicians, actually. Funny thing is, the more hot air they let out, the more puffed up they become!

DAN:

The Mayor sure seems puffed up. I don't know about Mr. Richhouse, though. He seems more like puffed-down.

SCENE 8 (CONT'D)

MR. C:

The Mayor's problem is simple. He just doesn't know when to admit a mistake.

KARA:

Like hiring Schemer to run his campaign.

MR. C:

Not that he's the only one like that. In fact the case of Gordon and Edward -- well, see what you think...

(HE BLOWS HIS WHISTLE)

(DISSOLVE TO:)

SCENE 9

(THOMAS EPISODE #2 -- "EDWARD HELPS OUT")

(DISSOLVE TO:)

SCENE 10
(MAINSET)

BECKY:

Gordon is so full of himself!

DAN:

He couldn't even admit that Edward helped him.

BECKY:

Just like the Mayor can't admit that Schemer ISN'T helping him.

MR. C:

If he doesn't get rid of Schemer and back on track, we may just have a new mayor...

(DISSOLVE TO:)

SCENE 11

(FULL SCREEN GRAPHIC: "MEET THE KIDS")

(MUSIC UP -- URGENT, NEWSY TELETYPE THEME)

(CUT TO: "THE RACE FOR MAYOR")

SCOOP (VO):

Welcome to "Meet the Kids". Today's topic:
The Race for Mayor.

(DISSOLVE TO:)

SCENE 12
(MAINSET)

(THE DEBATE SET HAS BEEN SET UP:
TWO PODIUMS SOME DISTANCE APART,
WITH THE QUESTIONERS' TABLE
DOWNSTAGE CENTER. BUNTING,
BALLOONS, ETC. LIGHTS UP: THE
KIDS ARE IN PLACE, AS ARE THE
CANDIDATES. WE ALSO SEE A TV
CAMERA SHOOTING THE SCENE, AND
SCOOP FRONT AND CENTER, WITH MIKE.
HE ADDRESSES THE CAMERA AND
"STUDIO" AUDIENCE. INTERCUT AMONG
ALL AS APPROPRIATE)

SCOOP:

Good evening, and welcome
to the Shining Time
Station Debate. We'll
start the questioning
with Dan.

DAN:

Mr. Richhouse, how will
you fix up the playground
in the park?

RICHHOUSE:

By making the hard
choices and the tough
decisions.

DAN:

How about you, Mayor
Flopding?

SCHEMER:

Uh, Mr. Moderator? May I
ask that the questioners
address the Mayor as
"Hizzoner, Floppy-D"?

SCOOP:

No. Mr. Mayor, please
answer the question.

SCENE 12 (CONT'D)

MAYOR:

I, uh, --

(HE SQUINTS, AND SEES --)

(ANGLE ON SCHEMER -- HE IS HOLDING UP CUE CARDS, WHICH MAYOR READS)

"We'll build a whole new playground. Kids who want to play in it will pay Schemer a small admission fee."

(THE CROWD [STACY, MIDGE, PASSENGERS, ETC.] MURMUR IN DISAPPROVAL)

SCOOP:

Next question from Becky.

BECKY:

Mr. Richhouse, what is your position on recycling?

RICHHOUSE:

I've been recycling myself for fifty years.

BECKY:

Mayor Flopdinger?

MAYOR:

(READING CUE CARD)

Uh... "I won't know until I hire Schemer to study the situation and tell me what I think."

(THE CROWD AGAIN VOICES DISAPPROVAL)

SCOOP:

Another question from Becky.

SCENE 12 (CONT'D)

BECKY:

Mr. Richhouse, what advice would you give to kids about life?

RICHHOUSE:

Destroy your enemies before they destroy you. Always tell the truth if you can afford to. Don't quit unless they make you.

BECKY:

How about you, Mr. Mayor?

MAYOR:

(READING)

Uh, um -- "When in doubt, say Schemer--"

(THE MAYOR FALTERS AS THE CROWD GETS LOUDER AND MORE DISTRESSED)

Well he's telling me to say that.

(THE CROWD BOOS AND WAVES OFF THE MAYOR. SCHEMER SEES THIS, THROWS HIS HANDS UP IN RESIGNATION, GRABS A SIGN, AND SCRABLS ON IT. HOLDS IT UP TO MAYOR, WHO READS)

SCENE 12 (CONT'D)

MAYOR:

"I... I quiet... I quite
-- I quite what?... I-I
quit? Look here,
Schemer, you can't quit.
You're fired!

(AS CROWD CHEERS)

Friends, I apologize.
We'll buy new equipment
for the playground.
We've been too slow too
start recycling, but if
you elect me I'll get on
it right away. I've been
wrong to avoid talking
about these things. But
my biggest mistake was in
hiring Schemer. He has
no respect for the voting
public. I may be a
little distracted, but
you all know I respect
you. Thank you.

HE NODS, AND EXITS)

RICHHOUSE:

Now wait a minute. I can
do that. I didn't even
hire that Schemer fella,
but if I did, I'd fire
him, too. Thank you, and
you're fired.

(HE NODS, LEAVES. PUZZLED MURMUR
FROM CROWD AS WE --)

(DISSOLVE TO)

SCENE 13
(MAINSET)

(NEXT DAY. A BALLOT BOX STANDS IN THE MIDDLE OF THE STATION. PEOPLE ARE SEEN DROPPING THEIR BALLOTS IN. LINGERING ON THE SIDE IS JAKE SCOOP, TAKING NOTES AND OBSERVING)

SCENE 14
(INT. JUKEBOX)

(THE PUPPETS ARE EXCITED. DIDI STANDS FRONT AND CENTER WITH BALLOT, FOLDED INTO PAPER AIRPLANE, IN HER HAND. [THE OTHERS HAVE ALREADY VOTED.])

DIDI:

Come on, you guys!
Aren't you going to vote?

TITO:

We already did, Didi.
You're the last one.

DIDI:

I better hurry up. Hey,
who'd ya vote for?

(SILENCE -- THE OTHERS FIDGET)

Well? Come on! Who?

REX:

Thing is, darlin', voting
is a private business.
Ain't that so, TEx?

TEX:

I don't even know who you
voted for, Rex.

TITO:

So send it on out, honey,
and let's rehearse.

DIDI:

Okay --

(SHE TOSSES PLANE)

(FAST CUT TO --)

SCENE 15
(MAINSET)

(A FOOT OF JUKEBOX -- FIVE AIRPLANES ARE ON FLOOR. STACY PICKS THEM UP AND CROSSES TO BALLOT BOX, DROPS THEM IN. MIDGE WATCHES HER, CLUTCHING HER BALLOT. SHE GOES TO BOX, DROPS IT IN, UNDER --)

MIDGE:

Don't ask. I'm not telling.

STACY:

I'm not asking.

(STACY GOES TO HER DESK, GETS HERS, RETURNS TO BOX, DROPS IT IN, AS MIDGE WATCHES)

MIDGE:

I'm not interested.

STACY:

I'm not telling.

MIDGE:

(BEAT)

I'm wondering.

STACY:

I'm not telling.

MIDGE:

I'm not asking!

(SCHEMER APPEARS ON PLATFORM)

SCENE 15 (CONT'D)

SCHEMER:

Attention, voters.

(GOES TO BOX)

I, Schemer, hereby cast
my ballot for--

(STUFFS IT IN)

--MILLARD RICHHOUSE.
Because if Osgood
Flopfinger won't listen
to me, I won't vote for
him. So there.

(HE LEAVES. IMMEDIATELY, MR. C.
APPEARS ON BOX, HOLDING LIFE-SIZE
[i.e. TO HIM, GIANT] BALLOT. HE
LOOKS AROUND -- NO ONE SEES HIM.
DROPS BALLOT IN BOX, DUSTS OFF HIS
HANDS, DISAPPEARS)

(ANGLE ON PLATFORM -- DAN AND BECKY
ENTER. THEY SEE SCOOP AND GO OVER
TO HIM)

BECKY:

So, Mr. Scoop, who'd you
vote for?

DAN:

Becky! You're not
supposed to ask that.
Voting is personal.

SCOOP:

That's okay. The answer
is, nobody. What's the
point? One vote won't
make any difference.

KARA:

If everybody felt that
way, there wouldn't be
any elections at all.

SCENE 15 (CONT'D)

SCOOP:

Okay, but other people do vote.

DAN:

Yeah, which means that if you don't, they get to use their power, but you don't use yours.

BECKY:

Whoever wins is going to be your mayor whether you vote or not.

(BEAT. SCOOP PONDERS)

SCOOP:

I see your point.

(CROSSES TO BOX)

But it still won't make any difference.

(HE GETS BALLOT, FILLS IT IN, DROPS IN BOX)

(DISSOLVE TO:)

SCENE 16
(MAINSET)

(NEXT DAY. STACY IS AT MAIN DESK,
WHILE KIDS HANG OUT NEAR SIGNAL
HOUSE. SUDDENLY MIDGE SCURRIES IN,
AGOG)

MIDGE:

Stacy, guess what. He
won! Osgood! By one
vote! Which was probably
mine!

(SCHEMER SUDDENLY APPEARS, RUNS IN)

SCHEMER:

Guess what!

MIDGE:

We already know.

SCHEMER:

Floppy-D has been re-
elected! Which means my
campaign was a success!

(OFF HER GLARE)

At first. A little.

(THE MAYOR COMES HUFFING IN)

MAYOR:

Stacy, Midge, kids...
even Schemer: it was
close, but we did it.

(TO SCHEMER)

By "we" I mean, I did it.

(TO ALL)

I want to thank you --
most of you -- and I
promise to live up to my
promises... including
that one. And that's a
promise. And that one
too...oh dear...

SCENE 16 (CONT'D)

(HE WANDERS OFF, MUTTERING. JAKE SCOOP ENTERS, GOES UP TO KIDS)

SCOOP:

Looks like you guys were right. Not only did my vote make a difference -- but everybody's did.

(THE KIDS HOLDS OUT THEIR; SCOOP GIVES THEM FIVE)

(CUT TO:)

SCENE 17

(INT. JUKEBOX -- DRESSING ROOM)

(THE PUPPETS ARE [MOSTLY]
DELIGHTED)

TITO:

My man won!

REX:

Mine, too, Tex.

GRACE:

I voted for Richhouse.

DIDI:

Me, too.

TITO:

Well, if Mayor Flopdinger
is a good Mayor, we'll
look out for everybody
whether they voted for
him or not.

(CUT TO:)

SCENE 18
(MAINSET)

(RICHHOUSE ENTERS WITH PACKED BAGS.
STACY AND KIDS APPROACH)

STACY:

You gave it a good try,
Mr. Richhouse. Going on
vacation?

RICHHOUSE:

Moving, Miss Jones.

DAN:

But you just got here.

RICHHOUSE:

Now I know some people
will say, Richhouse, you
just got here. They call
me a quitter. Well, I'm
not a quitter. I'm moving
on -- to a new town, and
a new election.

DAN:

But you just lost the
election. Why do you
want to run for another
one?

(RICHHOUSE KNEELS DOWN. HIS
CONVICTION IS SINCERO

SCENE 18 (CONT'D)

RICHHOUSE:

Kids, let me make this crystal clear: I may have made some mistakes in the past, but all I've ever wanted to do is help people. And if I ever win another election again, I'm going to make it my job to help all the people. Because any politician who doesn't try to help all people, doesn't deserve to win. just remember that when you're old enough to vote.

(SFX: TRAIN WHISTLE)

There's my train. But don't worry. One day, when you think I'm gone forever, I'll be back!

(HE SHOOTS OUT V-SIGN AND EXITS.
MR. C. APPEARS ON MAIN DESK)

STACY:

Everybody voted this time, Mr. Conductor.

MR. C:

It's exciting, isn't it? Maybe I'll run for mayor next time.

BECKY:

That would be great! You could give speeches to big crowds--

DAN:

-- and do a debate on TV.

SCENE 18 (CONT'D)

KARA:

-- and if you win, have a
huge office where people
come in to see you every
day!

(MR. C. THINKS FOR A BEAT)

MR. C:

On second thought, maybe
I'll just go fishing.

(-- AND DISAPPEARS)